The Imaginary Museum

Photos of Magic Items and Interesting Artifacts

Monday, September 30, 2013

Spellbook of Illusions

Wondrous item, uncommon (+1), requires attunement

This spellbook contains the following spells: *alter self*, *blur*, *color spray*, *darkness*, *disguise self*, *fog cloud*, *hypnotic pattern*, *invisibility*, *major image*, *mirror image*, *minor illusion*, *phantasmal force*, *silent image*, *speak with animals*, *spider climb*, *suggestion*, *unseen servant*, *ventriloquism*, *water breathing*, *water walk*, *web*.

While you are attuned to the spellbook, you can cast the spells it contains. You can't add spells to the book, and you can't remove spells from it.

Ring of Spell Storing

Ring, rare (requires attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 - 1 levels worth of spells, chosen by the DM.

Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it takes up in the ring.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space